AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A method for providing spatial sound data associated with a fast moving object in a scene for a virtual environment, comprising:

determining <u>if the object is currently moving fast through the scene based on</u> at least one of position, distance and direction for the object in regard to a point of view in the scene;

providing <u>pre-</u>recorded spatial sound data in at least two channels of a single audio file associated with the <u>determined</u> object <u>moving fast through the scene</u>, wherein the <u>pre-</u>recorded spatial sound data includes <u>at least</u> spatial approaching sound data recorded in a first channel of the audio file and spatial retreating sound data recorded in a second channel of the audio file; and

<u>consecutively</u> playing the <u>pre-</u>recorded spatial sound data ~~in at least one~~ <u>for each</u> of the at least two channels of the audio file associated with the object <u>as it moves past the point of view in the scene</u>, wherein the <u>consecutive</u> playing of the <u>pre-</u>recorded spatial sound data simulates <u>approaching and retreating</u> sound associated with the object ~~from~~ <u>moving past</u> the point of view in the scene.

2. (Original) The method of Claim 1, wherein the point of view is at least one of a character in the scene, a third person perspective, and another character in the scene.

3. (Original) The method of Claim 1, further comprising determining a type of the object based at least in part on the point of view in the scene.

4-7. (Canceled)

8. (Previously Presented) The method of Claim 1, wherein the spatial approaching sound data is played in one sound amplification device and the spatial retreating sound data is played in another sound amplification device.

9-10. (Canceled)

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11. (Previously presented) The method of Claim 1, further comprising cross fading at least two channels of the audio file.

12. (Original) The method of Claim 1, wherein the audio file further includes a format of at least one of Windows Audio Video (WAV), Audio Interchange File Format (AIFF), MPEG (MPX), Sun Audio (AU), Real Networks (RN), Musical Instrument Digital Interface (MIDI), QuickTime Movie (QTM), and AC3.

13. (Original) The method of Claim 1, wherein the virtual environment is at least one of a video game, chat room, and a virtual world.

14. (Canceled)

15. (Currently Amended) A method for playing spatial sound data associated with a fast moving object in a scene for a virtual environment, comprising:

determining if the object is currently moving fast through the scene based on at least one of position, distance and direction for the object in regard to a point of view in the scene;

providing pre-recorded spatial sound data in at least two channels of a single audio file associated with the determined object moving fast through the scene, wherein the pre-recorded spatial sound data includes spatial approaching sound data recorded in a first channel of the audio file and spatial retreating sound data recorded in a second channel of the audio file; and

consecutively playing the pre-recorded spatial sound data in at least one for each of the at least two channels of the audio file associated with the object as it moves past the point of view in the scene, wherein the consecutive playing of the pre-recorded spatial sound data is based at least in part on distance, position and direction of the object in regard to the point of view in the scene, and wherein the playing of the pre-recorded spatial sound data enables the simulation of approaching and retreating sound associated with the object from moving past the point of view in the scene.

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16. (Currently Amended) A server for enabling the playing of spatial sound data associated with a fast moving object in a scene in a virtual environment, comprising:

a memory for storing data; and

an audio engine for performing actions, including:

enabling the determining [[of]] if the object is currently moving fast through the scene based on at least one of position, distance and direction for the object based in regard to at least in part on a point of view in the scene and a type of the object;

enabling the providing of pre-recorded spatial sound data in at least two channels of a single audio file associated with the determined object moving fast through the scene, wherein the pre-recorded spatial sound data includes at least spatial approaching sound data recorded in a first channel of the audio file and spatial retreating sound data recorded in a second channel of the audio file; and

enabling the consecutive playing of the pre-recorded spatial sound data in at least one for each of the at least two channels of the audio file associated with the object, wherein the consecutive playing of the pre-recorded spatial sound data simulates approaching and retreating sound associated with the object from moving past the point of view in the scene.

17-20. (Canceled)

21. (Currently Amended) A client for enabling the playing of spatial sound data associated with a fast moving object in a scene in a virtual environment, comprising:

a memory for storing data; and

an audio engine for performing actions, including:

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enabling [[the]] determining [[of]] if the object is currently moving fast through the scene based on at least one of position, distance and direction for the object based in regard to at least in part on a point of view in the scene and a type of the object;

enabling the providing of pre-recorded spatial sound data in at least two channels of a single audio file associated with the determined object moving fast through the scene, wherein the pre-recorded spatial sound data includes at least spatial approaching sound data recorded in a first channel of the audio file and spatial retreating sound data recorded in a second channel of the audio file; and

enabling the consecutive playing of the pre-recorded spatial sound data in at least one for each of the at least two channels of the audio file associated with the object, wherein the consecutive playing of the pre-recorded spatial sound data simulates approaching and retreating sound associated with the object from moving past the point of view in the scene.

22-25. (Canceled)

26. (Currently Amended) A computer readable storage medium with instructions for performing actions stored thereon, the instructions comprising:

determining if the object is currently moving fast through the scene based on at least one of position, distance and direction for the object in regard to a point of view in the scene;

providing pre-recorded spatial sound data in at least two channels of a single audio file associated with the determined object moving fast through the scene, wherein the pre-recorded spatial sound data includes at least spatial approaching sound data recorded in a first channel of the audio file and spatial retreating sound data recorded in a second channel of the audio file; and

consecutively playing the pre-recorded spatial sound data in at least one for each of the at least two channels of the audio file associated with the object as it moves past the point of view in the scene, wherein the consecutive playing of the pre-recorded spatial sound data simulates approaching and retreating sound associated with the object from moving past the point of view in the scene.

27-34. (Canceled)

35. (Currently Amended) The method of claim 1, wherein playing the <u>pre-</u>recorded spatial sound data comprises switching from playing the first channel of the audio file to playing the second channel of the audio file when the object passes from a forward position to a rearward position, or from a rearward position to a forward position, relative to the point of view.

36. (Currently Amended) The method of claim 15, wherein playing the <u>pre-recorded</u> spatial sound data comprises switching from playing the first channel of the audio file to playing the second channel of the audio file when the object passes from a forward position to a rearward position, or from a rearward position to a forward position, relative to the point of view.

37. (Previously presented) The server of claim 16, wherein the actions performed by the audio engine further comprise switching from playing the first channel of the audio file to playing the second channel of the audio file when the object passes from a forward position to a rearward position, or from a rearward position to a forward position, relative to the point of view.

38. (Previously presented) The client of claim 21, wherein the actions performed by the audio engine further comprise switching from playing the first channel of the audio file to playing the second channel of the audio file when the object passes from a forward position to a rearward position, or from a rearward position to a forward position, relative to the point of view.

39. (Previously presented) The computer readable storage medium of claim 26, wherein the instructions further comprise switching from playing the first channel of the audio file to playing the second channel of the audio file when the object passes from a forward position to a rearward position, or from a rearward position to a forward position, relative to the point of view.